

Franklin®

BOOKMAN®

**Deutsch/Englisch
Professor**

**BEDIENUNGSANLEITUNG
USER'S GUIDE**

DBD-2015

License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING ANY BOOKMAN ELECTRONIC BOOK.

YOUR USE OF THE BOOKMAN ELECTRONIC BOOK DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THIS PACKAGE WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE BOOKMAN ELECTRONIC BOOK AND YOUR PURCHASE PRICE WILL BE REFUNDED. BOOKMAN ELECTRONIC BOOK means the software product, hardware, and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc.

LIMITED USE LICENSE

All rights in the BOOKMAN ELECTRONIC BOOK remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and nonexclusive license to use the BOOKMAN ELECTRONIC BOOK on a single FRANKLIN BOOKMAN at a time. You may not make any copies of the BOOKMAN ELECTRONIC BOOK or of the preprogrammed data stored therein, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the BOOKMAN ELECTRONIC BOOK. You may not export or reexport, directly or indirectly, the BOOKMAN ELECTRONIC BOOK without compliance with appropriate governmental regulations. The BOOKMAN ELECTRONIC BOOK contains Franklin's confidential and propriety information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

Contents

Welcome to the world of BOOKMAN!
With this German/English Dictionary
you can translate more than 200,000
words, view their inflections with ex-
amples, correct misspellings, save

words to your User list, and play fun,
educational word games that will help
you learn German. Use your BOOK-
MAN to read this book card. See “In-
stalling Book Cards” to learn how.

Key Guide	19
Installing Book Cards	20
Selecting a Book	20
Using the Color Keys	21
Changing Settings	21
Viewing a Demonstration	22
Changing the Language	22
Beginner Tips	23
Finding Words	23
Finding Phrases	24
Finding Inflections	24
Advanced Tips	25
Highlighting Words	25
Finding Spellings	26
Using the User List	26
Playing the Games	27
Looking up Words in Other Books	29
Book Card Care	30
Resetting Your BOOKMAN	30
Optional Features	31
Limited Warranty (U.S. only)	32

Key Guide

Function Keys

- CLEAR** Clears to an entry screen.
- MENU** Shows the main menus.
- FLEK** (red) Shows inflections.
- E/D** (green) Switches languages.
- SPIEL** (yellow) Shows the games menu.
- LISTE** (blue) Shows the User list menu.
- CARD** Exits the selected book.
- ON/OFF** Turns BOOKMAN on or off.

► Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the BOOKMAN book described in this User's Guide.

Other BOOKMAN books have their own color key functions, which are labelled on their book cards or on the keyboard. For more information, read "Using the Color Keys."

*Hold  while pressing the other key.

Other Keys

- BACK** Backs up, erases letters, or stops a highlight.
- CAP** Shifts keys to type capitals.
- ENTER** Enters a search, selects a menu item, or starts a highlight.
- HELP** Shows help messages.
- SPACE** Types a space or pages down.
- ? *** Types a ? to stand for an unknown letter in a word; shifted, types an * to stand for a series of unknown letters.






Direction Keys



- Move in indicated direction.
- Accents a German letter.

  Page up or down.

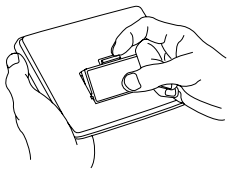
Star Key Combinations*

-  + **CARD** Sends a word between books.
-  +  Shows the next match.
-  +  Shows the previous match.

Installing Book Cards

Warning: Never install or remove a book card when BOOKMAN is on. If you do, information that you entered in its built-in book and in an installed book card will be erased.

1. Turn BOOKMAN off.
2. Turn BOOKMAN over.
3. Align the tabs on the book card with the notches in the slot.



4. Press the book card until it snaps into place.

► Removing Book Cards

Warning: When you remove a book card to install another, information that you entered in the removed book card will be erased.

Selecting a Book

Once you have installed a book card in your BOOKMAN, you can select which book you want to use.

1. Turn BOOKMAN on.
2. Press **(KARTE)** (or **(CARD)**).



These are sample books.

3. Press **⇨** or **⇩** to highlight the book you want to use.

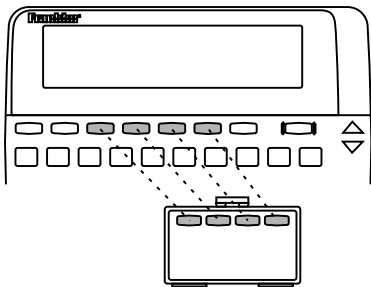


4. Press **(EINGABE)** (or **(ENTER)**) to select it.
The first time you use this dictionary, you will need to choose the language you want the messages to appear in.
5. Press **B** if you speak English or press **A** if you speak German.

Using the Color Keys

The red, green, yellow, and blue keys on your BOOKMAN change functions according to which book is selected.

When the built-in book is selected, the color keys function as labelled on the BOOKMAN keyboard. When a book card is selected, the color keys function as labelled on that book card.



Remember, the color keys for BOOKMAN book cards function as labelled on their book cards, not as on the keyboard.

Changing Settings

You can adjust the font size, shutoff time, and screen contrast. The font size changes the number of lines of text that appear on screen. The shutoff time is how long BOOKMAN stays on if you forget to turn it off.

1. Press **MENU** (or **MENU**).
2. Press the arrow keys to highlight the **Other** menu.
3. Highlight **Select Font** or **Set Shutoff**.



4. Press **EINGABE** (or **ENTER**).
5. Highlight a setting.
Or press **↑** and **↓** if you selected *Set Contrast*.
6. Press **EINGABE** (or **ENTER**) to select it.

Viewing a Demonstration

Before you start using this book, you can view a demonstration of what it can do.

Once you have installed and selected the book card, press **MENU** (or **MENU**) and then the arrow keys to highlight *View Demo* on the Other menu. Then press **EINGABE** (or **ENTER**) to view the demonstration. If you want to stop the demonstration, press **CLEAR**.

► Help is Always at Hand

You can view a help message at virtually any screen by pressing **HILFE** (or **HELP**). Press the direction keys to read it. To exit help, press **ZURÜCK** (or **BACK**).

If you want to read a tutorial of what this product, select *Tutorial* from the Other menu.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or to view more text.

Changing the Language

► Message Language

The message language is the language of prompts, help and other messages.

Note: For examples in the English half of this manual, the message language is English.

1. If not at menus, press **MENU** (or **MENU**).
2. Highlight *Message Language* from the Other menu.
3. Press **EINGABE** (or **ENTER**).

► Entry Language

The entry language is the language in which you enter words at entry screens. This determines which dictionary you will use, German or English.

1. If not at an entry screen, press **CLEAR**.
2. Press **E/D** (green) to switch dictionaries.

Beginner Tips

► A Faster Way to Change Languages

At the main menu press **E/D** (green). Pressing **E/D** (green) changes the message language at the menus and help, or changes the entry language at the entry screen.

► Understanding Definitions

Each dictionary entry contains a wealth of information. Headwords (i.e., main-words) are in bold type followed by a part-of-speech label. Grammatical information is in angle brackets (< >). Special usages are noted in regular brackets ([]).

► If You Misspell a Word

Don't worry. A list of corrections automatically appears. Highlight a correction and then press **EINGABE** (or **ENTER**) to view its definition(s).

Finding Words

The simplest way to translate or define a word is to enter it at an entry screen. You do not need to type accents or capital letters.

1. At the German entry screen, type a German word (e.g., *geld*).



To erase a letter, press **ZURÜCK** (or **BACK**).

2. Press **EINGABE** (or **ENTER**).



3. Press **↓** or **SPACE** to move down.
4. Hold **☆** and press **DN** to view the next or dictionary entry. Or hold **☆** and press **UP** to view the previous one.
5. Press **CLEAR**.

Finding Phrases

This product also contains many phrases. You can find phrases simply by entering a single word from a phrase.

1. Select **German Phrases** from the Topics menu.
2. Type a word in a German phrase (e.g., *noch*).

Type a German phrase word
noch

3. Press **(EINGABE)** (OF **(ENTER)**).

noch nicht:
not yet
noch nie:

4. Hold **(☆)** and press **(DN)** repeatedly to view the next matches.
5. Press **(CLEAR)** when done.

Finding Inflections

This dictionary includes extensive inflections of nouns, verbs, modifiers, and other words.

1. At the German entry screen, type a German word (e.g., *schwimmen*).
2. Press **(FLEKT)** (red).

ich schwimme (now)
ich schwamm (past)
ich bin geschwommen ↓

These are the principal parts of the verb *schwimmen*.

3. Press **(↓)** or **(SPACE)** to read.
4. Press **(FLEKT)** (red) repeatedly to view more inflections.
5. Press **(CLEAR)** when done.

► Getting Grammar Guidance

When viewing inflections, you can press **(HILFE)** (or **(HELP)**) to view detailed descriptions of how to use inflections, with usage examples.

Advanced Tips

► Viewing Complete Menu Items

The words and phrases followed by ellipses are too long to fit onto one line. At any highlighted menu item, press **(?*)** to view the whole item.

► Umlauting and Capitalizing German Letters

You don't need to type umlauts at entry screens. However, if you want to umlaut a letter, first type the letter and then press **↑** repeatedly until the correct umlaut, or accent, appears. To capitalize a letter do the same until the letter is capitalized.

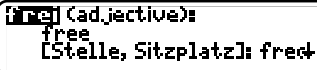
► Another Way to Find Words

Instead of entering words only at entry screens, try searching the dictionary menus. First, press **(MENU)** (or **(MENU)**). Then start typing a word. When the word you want is highlighted, press **(EINGABE)** (or **(ENTER)**) to view its definition(s).

Highlighting Words

To learn more about a word appearing in a definition, you can highlight the word and find its definition(s) and inflections.

1. At the German entry screen, type a German word (e.g., *frei*).
2. Press **(EINGABE)** (or **(ENTER)**).
3. Press **(EINGABE)** (or **(ENTER)**) again to start the highlight.



frei (adjective):
frei
[Stelle, Sitzplatz]: **frei**




To turn off the highlight, press **(ZURÜCK)** (or **(BACK)**).


4. Press the arrow keys to highlight *Mitarbeiter*.
5. Press one of these keys.
to . . . press . . .
view its definition(s) **(EINGABE)**/**(ENTER)**
view its inflections **(FLEKT)** (red)
add it to a word list **(LISTE)** (blue)
6. Press **(ZURÜCK)** (or **(BACK)**) to back up.

Finding Spellings




If you're not sure how to spell a word, type a question mark in place of each unknown letter or an asterisk in place of a series of unknown letters.

1. **At the German entry screen type a word with ?'s and a * (e.g., *sch?ss**).**

To type an *, hold  (or ) and press .

2. Press  (or .



3. **Highlight a matching word.**
4. Press  (or  to view its definition(s) or  (red) to view its inflections.


► Tips for Finding Spellings

Use ?'s to help solve crossword puzzles and other word games (e.g., if the second letter of a five-letter word is *p* and its last letter is *r*, enter *?p???r*).




Using the User List

► To Add Words


For study or fun, you can add words to the personal word lists. Your words are saved as long as the batteries have power or you reset your BOOKMAN. NOTE: Only words from the dictionaries in this product can be added to the personal word lists.

1. **At an entry screen or dictionary menu, type a German word (e.g., *bild*).**
2. Press  (blue).



3. Press  (or  to add *bild*. Note that this word was added to your German word list.
4. Press .

► Adding Highlighted Words

You can also add words to your personal word lists from definitions, correction lists, and MatchMaker lists. Highlight a word and then press  (blue).

Using the User List

► To View the List

1. Press **LISTE** (blue).
2. Press **EINGABE** (or **ENTER**) to view the list.
3. Highlight a word on the list.
4. Press **EINGABE** (or **ENTER**) to view its definition(s) or **FLEKT** (red) to view its inflections.

► To Delete a Word

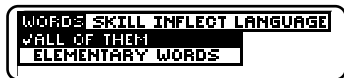
1. Press **LISTE** (blue).
2. Highlight *Delete a word*.
3. Press **EINGABE** (or **ENTER**).
4. Highlight a word.
5. Press **EINGABE** (or **ENTER**) to delete it.
6. Press **CLEAR** when done.

► To Erase the List

1. Press **LISTE** (blue).
2. Highlight *Erase the list*.
3. Press **EINGABE** (or **ENTER**).
4. Press the Y key for yes.

Playing the Games

To set the difficulty of the games, first press **SPIEL** (yellow), and then select *Game Settings* from the games menu. Next select a word list, skill level, inflections or no inflections, and a language.



On the Words menu, *All If Them* means all the words in this dictionary, *TOEFL* means Test of English as a Foreign Language, and *Type Them In* means that you will enter a word before you play.

To start playing a game, press **SPIEL** (yellow) and then select a game.

► Help in Games




Press **HILFE** (or **HELP**) while you're in a game whenever you need help. It will explain the game you are playing. To exit help, press

Playing the Games




Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. As you type letters, your correct guesses appear in place of the question marks and your wrong guesses appear below (#). You must guess the word before you run out of tries and your man hangs.

Word Auction™





In Word Auction, you try to bid for all the letters of a mystery word, indicated by \$'s, before your cash runs out. Your starting pot is set by the skill level. The amount of each bid depends on the frequency of the letter. All bids will cost you whether correct or incorrect. You can buy a letter, at a fee, by holding  (or ) and pressing . If you guess the word, your remaining cash is added to the next round.

Word Blaster™




In Word Blaster you try to guess the mystery word, represented by ?'s, before all its letters appear. As soon as you know the word, press  (or ) to stop the clock. Then type your guess and press . The speed at which the letters appear is set by the skill level.

Playing the Games












Flashcards

Flashcards flashes words for you to define or study. To view the definitions of the word, press  (or ). Then press  (or ) to return to Flashcards and try another word.

Word Train™

All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins. To view the letters you can type at your turn, hold  (or ) and press .

► Keys to the Games

to . . .	press . . .
change the language	 (green)
view help	 / 
get a hint	 + 
reveal answer(s)	
and end a round	
view definition(s)	 / 
go back to the game after viewing the defn.	 / 
play a new round	

Playing the Games

NOTE: These two games test your knowledge of German words only.

Gender Tutor™

Gender Tutor asks you to guess the gender of German nouns. Type *m* for masculine, *f* for feminine, or *n* for neuter. But hurry! There is a time limit set by the skill level. To view inflections after a round, press **FLEKT** (red). To go back to Gender Tutor, press **ZURUCK** (or **BACK**).

Conjumania!™

Conjumania! teaches verb conjugations. It shows you an infinitive German verb and asks you to enter a conjugation. Your conjugation must include accents where needed. To accent a letter, press **↑** repeatedly until the accent you want appears. To try a new conjugation, press **? *** for the answer and then press **SPACE** for a new conjugation.

This unit may change operating modes due to electrostatic discharge. Normal operation of this unit can be re-established by pressing the reset key, **ON/OFF** or by removing/replacing batteries.

Looking up Words in Other Books

This book card can send words to and receive words from certain other BOOKMAN books.

To send a word, you must first install a book card in your BOOKMAN, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this book.

```
SELECTED (noun):  
Kalender (m)  
calendar month (noun):
```

See "Highlighting Words" in this User's Guide.

2. Hold **☆** and press **KARTE** (or **CARD**).
3. Highlight the other book.
4. Press **EINGABE** (or **ENTER**).

The other book may automatically enter your word. However, if your word stops at the initial screen of the receiving book, simply press **EINGABE** (or **ENTER**) to look it up.

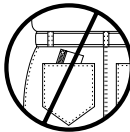
Book Card Care

- **Do not touch the metal contacts on the book cards.**

Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.



- **Do not put excessive pressure on the book cards.**



- **Do not expose the book cards to heat, cold, or liquids.**



Resetting Your BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press **CLEAR** and then press **AN/AUS** (or **ON/OFF**) twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting your BOOKMAN erases settings and information entered into its built-in book, and in any installed book card.

1. Hold **CLEAR** and press **AN/AUS**.

If nothing happens, try Step 2.

2. Use a paperclip to *gently* press BOOKMAN's reset button.

The reset button is recessed in a pin-sized hole on the back of BOOKMAN. Look for it on the battery cover or near the book card slot.

► Troubleshooting

- Make sure the book card is installed correctly.
- Check that the book card's metal contacts are dirt-and dust-free.

Optional Features



AC adaptor jack: Some BOOKMAN models are equipped with a standard 3.5 mm jack for use with a 9-volt, 200-300 milliamp AC/DC adaptor.



This symbol indicates that the inner core of the plug of an AC adaptor is negative and that the outer part of the plug is positive. If your AC/DC adaptor does not have this symbol, confirm its compatibility at its place of purchase.

Headphone jack: Some BOOKMAN models also have a 3.5 mm stereo headphone jack for use with a standard impedance 8 Ohm headset.

Copyrights and Patents

Model DBD-2015

- size: 5.9 x 4.2 x 0.6 cm
- weight: 0.4 oz. (17 g)

© 1998 Franklin Electronic Publishers, Inc., Burlington, NJ 08060-4907, USA. All rights reserved.

© 1988 Merriam-Webster, Inc. All rights reserved.

BOOKMAN is a registered trademark of Franklin Electronic Publishers, Inc.

© 1997 William Collins Sons & Co., Ltd. All rights reserved.

FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

U.S. PATENTS 4,490,811; 4,830,618; 4,891,775; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 5,295,070; 5,333,313; European Pat. 0 136 379. PATENTS PENDING; Deutsch Patents M9409743.7 and M9409744.5; ISBN 1-56712-159-4

Limited Warranty (U.S. only)

Notes

FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the dealer from which you made your purchase or Franklin Electronic Publishers, Inc., 122 Burrs Road, Mt. Holly, NJ 08060, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

Data contained in the BOOKMAN PRODUCT may be provided under license to FRANKLIN. FRANKLIN makes no warranty with respect to the accuracy of data in the BOOKMAN PRODUCT. No warranty is made that the BOOKMAN PRODUCT will run uninterrupted or error free. You assume all risk of any damage or loss from your use of the BOOKMAN PRODUCT.

This warranty does not apply if, in the sole discretion of FRANKLIN, the BOOKMAN PRODUCT has been tampered with, damaged by accident, abused, misused, or misapplication, or as a result of service or modification by any party, including any dealer, other than FRANKLIN. This warranty applies only to products manufactured by or for FRANKLIN. Batteries, corrosion, or battery contacts and any damage caused by batteries are not covered by this warranty. NO FRANKLIN DEALER, AGENT, OR EMPLOYEE IS AUTHORIZED TO MAKE ANY ADDITIONAL WARRANTY IN THIS REGARD OR TO MAKE ANY MODIFICATION OR EXTENSION OF THIS EXPRESS WARRANTY. THE FOREGOING WARRANTY IS EXCLUSIVE AND IS IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES, WRITTEN OR ORAL, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. YOUR SOLE AND EXCLUSIVE REMEDY SHALL BE FRANKLIN'S OBLIGATION TO REPLACE OR REFUND AS SET FORTH ABOVE IN THIS WARRANTY. Some States do not allow the exclusion of implied warranties, or limitations on how long a warranty lasts. This warranty gives you specific rights; you may also have additional rights which vary from State to State. This warranty shall not be applicable to the extent that enforcement of any provision may be prohibited by applicable law.

FRANKLIN SHALL IN NO EVENT BE LIABLE TO YOU OR TO ANY OTHER PERSON FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, OR ANY OTHER INDIRECT LOSS OR DAMAGE, ARISING OUT OF YOUR PURCHASE, THE MANUFACTURE OR SALE OF THE BOOKMAN PRODUCT, THIS LICENSE, OR ANY OBLIGATION RESULTING THEREFROM OR THE USE OR PERFORMANCE OF THE BOOKMAN PRODUCT UNDER ANY LEGAL THEORY, WHETHER BREACH OF CONTRACT, TORT, STRICT LIABILITY OR ANY OTHER CAUSE OF ACTION OR PROCEEDING, WHICH DAMAGES SHALL INCLUDE, BUT NOT BE LIMITED TO, LOST PROFITS, DAMAGES TO PROPERTY, OR PERSONAL INJURY (BUT ONLY TO THE EXTENT PERMITTED BY LAW). FRANKLIN'S ENTIRE LIABILITY FOR ANY CLAIM OR LOSS, DAMAGE, OR EXPENSE FROM ANY SUCH CAUSE SHALL IN NO EVENT EXCEED THE PRICE PAID FOR THE BOOKMAN PRODUCT. THIS CLAUSE SHALL SURVIVE FAILURE OF AN EXCLUSIVE REMEDY. This license and warranty is governed by the laws of the United States and the State of New Jersey.

FRB-28014-00
P/N 7201191

Rev C